
Title: An Archival

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Juo'Nar and his reign of
terror come to a bloody
end

The reign of terror
that has plagued the land
for so long, especially
those in Trinsic, is over.
For the past few months
groups of humanoid
creatures including
lizardmen, orcs, ettins,
trolls, ogres, and ratmen,
have plagued the
countryside at the whim
of one man. A man of
true evil, and an
ex-paladin of Trinsic.
Juo'nar.

His frenzied attack
began soon after the
death of Lord Hartham.
For those who don't
recall, Hartham was the
head trainer of the
Warrior's guild in Trinsic,
and a friend to the
Captain of the Guards at
the time, Lord
Crawworth. Crawworth
resigned after Hartham's
wake, vowing to root out
the treachery that
destroyed his mentor.

Subsequent inquiries
into the matter revealed
that Juo'nar, a trusted
man in the paladin's guild,
had been appropriating
weapons, armor, and gold,
and was apparently using
this to supplement his
forces. The true show of
his cowardice and evil
though, was the scene at

the Shrine of Spirituality.

Three priests had made their way to the Shrine to pray over a necklace, rumors say they were enchanting it with magical abilities, and to say mantras for the land. They were peaceable, compassionate, followers of virtue. They were unarmed and defenseless. They were slaughtered by Juo'nar, resplendant in platemail blacker than his heart, wielding a sword forged of a blood red metal that gleamed with the liquified remains of the priests when he was done with them. He made haste to escape that night, and disappeared for some time.

When he returned he wore the necklace openly, using it's magic to control the minds of the creatures he commanded as an army. His first attack on Trinsic was thwarted easily, but lives were lost still. Those who died defending the walled city should be remembered by all as the brave heroes they were. Subsequent attacks grew more frequent, his raiding more bold. Juo'nar had a plan, but fortunately, it never saw fruition.

When the last attack occurred, it was Fynth Desryn who sent the troops out himself from the Paladin's guild in Trinsic. And a small band of champions who discovered through clever dealings with ex-compatriots of his that Juo'nar was located in his childhood home on the isle of Ocllo.

He'd apparently been there some time, locking himself in and never showing his face. How he managed to keep himself hidden is still a mystery, but Lord Crawworth is suspected to be in that area examining the evidence and still trying to find the link between Juo'nar and Harthams murder.

Once discovered, Juo'nar attacked ferociously, using both magic and his blade to defend himself, he was none the less killed on the very land where he grew up. His body was identified by Paladin's who had worked side by side with him, never suspecting his treachery.

His body is now gone, not to be seen by the public for fear of riots and desecration of the now dead traitor. It is rumored that it is hidden in the Paladin's Hall itself, though others say it was stolen by sympathetic parties and that they are working feverishly to raise him from the dead. Still others say he has been taken by those who have hated him from the beginning and that they've destroyed his body in a dark ritual of blood. The Paladin's Guild is refusing to comment.

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